

Class & Level

Character Name

Age

Height

Weight

Race

Hair

Eyes

Skin

Background

Alignment

Experience Points

Player Name

Saving Throws

○... Str ○... Int
○... Dex ○... Wiz
○... Con ○... Cha

Death Saves

+ ○ ○ ○ ○ -

Hit Points

Max. Temp.

AC

Initiative

Speed

Proficiency Bonus

Passive Perception

Proficiencies

Armor

Weapons

○ Light

○ Simple

○ Medium

○ Martial

○ Heavy

○ Shields

STR

... Athletics

Inspiration ○

DEX

... Acrobatics

... Sleight of Hand

... Stealth

CON

INT

... Arcana

... History

... Investigation

... Nature

... Religion

WIS

... Animal Handling

... Insight

... Medicine

... Perception

... Survival

CHA

... Deception

... Intimidation

... Performance

... Persuasion

Bonus Resources

Proficiencies & Languages

Conditions & Resistances

Weapon or Spell

To Hit

Damage

Type

Equipment:

Features & Traits

Ammo

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